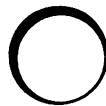
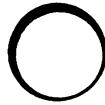
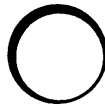
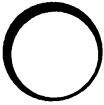
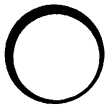
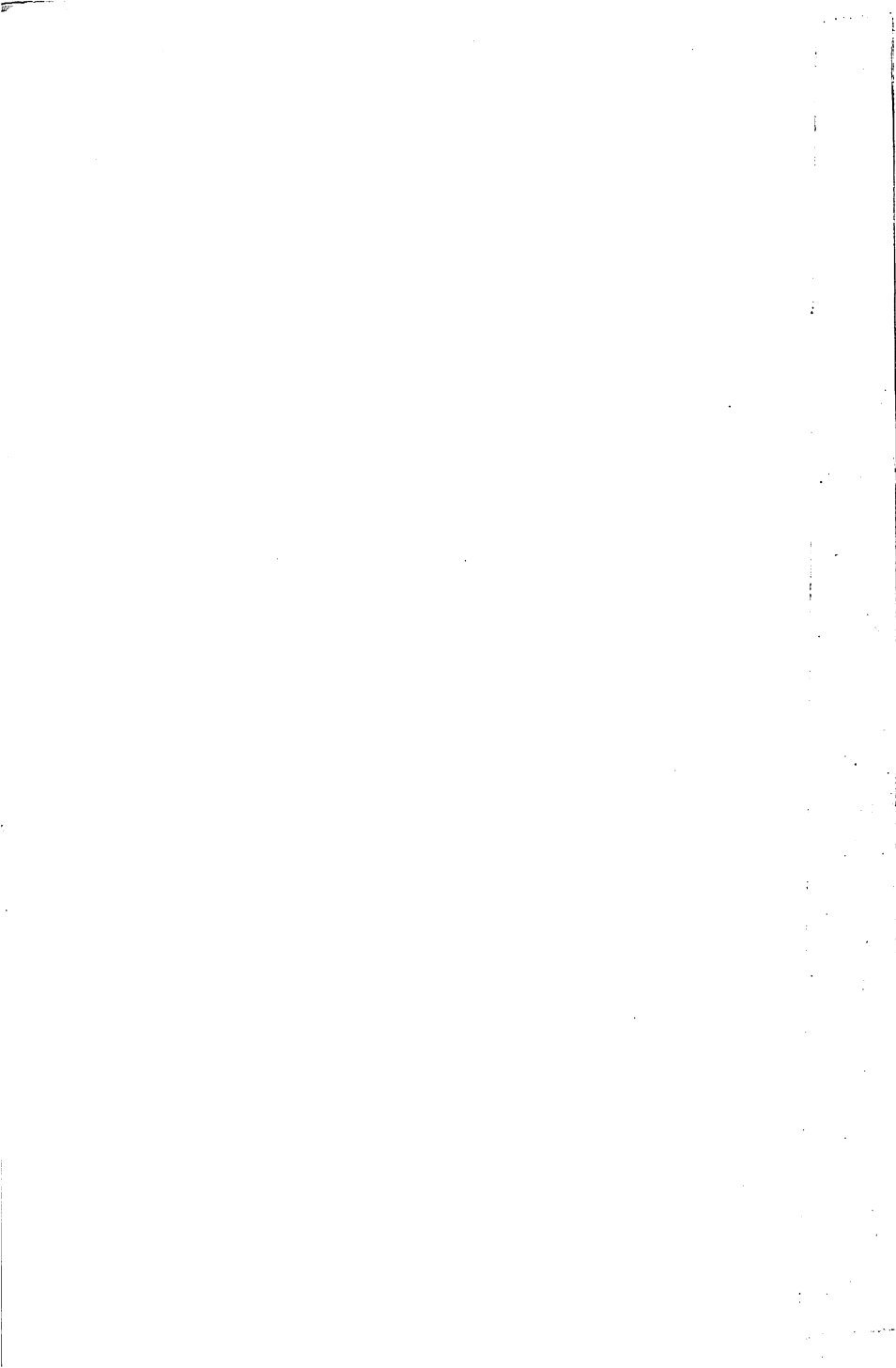


Using Digi-Paint

Sol Peters





Digi-Paint Manual Addendum and Additional Information

IMPORTANT INFORMATION FOR 512K AMIGA USERS!

Large amounts of memory are required to manipulate interlaced HAM images. Digi-Paint was written in "tight" assembly language, allowing you to work with interlaced HAM pictures on a 512K Amiga. Though, we recommend using extended memory when working in the 320x400 mode.

The following are precautions for 512K users

Magnify, Swap Screen, UnDo, and cutting out large brushes, can require nearly 100,000 bytes apiece when working in interlace. Not all of these features are available in this mode. Certain features may cease to function during your drawing session.

If you are running low on memory, you may notice the following symptoms;

1. One or more Digi-Paint features are disabled, e.g. Magnify, Swap Screen, UnDo, cutting largebrushes.
2. Menus disabled or the menu titles missing.

When starting Digi-Paint from WorkBench, we recommend that you drag the 320x400 or the 320x200 icon out of the Digi-Paint window and onto the WorkBench table top. Close all windows, including CLI's. Then double click on the 320x400 or 320x200 icon. Once you have entered Digi-Paint, use the Close WorkBench menu item. This will free up some memory. In some cases, you may not be unable to Open WorkBench once it is closed. So if you need to save any pictures, always have a formatted disk ready before you Close WorkBench.

ADDITIONS TO MANUAL:

Again (page 26)

After using Halve screen, "Again" will only affect the newly compressed area.

RubThrough (page 27)

Here are examples of how to use RubThrough.

1. Using the Swap menu, copy your picture to the spare screen. Make alterations to the original. Turn on RubThrough and set mode to Solid. Using any of the standard brushes, you will be able to "Erase" any alterations you have made.
2. Using the above example, any drawing tool or brush can be used to "cut" holes in the "front" picture and reveal portions of the "back" pictures.

Color Menus (page 28)

The Color Menus display variation related to the currently selected color. This is best explained with an example. Suppose the current HAM color is light tan, with the RGB sliders set to red 12, green 9, and blue 7. The left most Color Menu contains all of the HAM colors that have a red value of 12. Within that box, green varies horizontally from 0 to 15, and blue varies vertically from 0 to 15. This represents 256 different HAM colors. The center Color Menu displays colors all with a green value of 9 and varies blue and red. The right most Color Menu similarly holds blue constant and varies red and green.

RGB Sliders (page 28)

The colors displayed in the three RGB sliders also depend on the currently selected color. Using the above example color, the R-slider would contain all of the HAM colors having green and blue values of 9 and 7, and varies Red from 0 to 15. The G-slider holds red and blue constant and varies Green. The B-slider holds red and green constant and varies Blue.

Scissors (page 30)

In addition to cutting a custom brush, there are several alternative methods.

1. If you click on the Scissors twice, the whole screen will be selected as a brush.
2. After a brushstroke, click on Scissors, then Again. This will pick up your last brushstroke as a custom brush.
3. Clicking on "UnDo", "Scissors", and finally on "Again", will leave your last brushstroke on the picture, and give you a custom brush of what underlies that brush stroke.
4. Draw the desired shape of a brush, using any of the drawing tools. When the pointer says "WAIT" and the shape is being "re-drawn", press the right mouse button. This will erase what you just drew. Click on Scissors, then on "Again". The result is a custom brush containing a portion of your picture in the shape you drew. This is a good way of making a rectangular or circular custom brush.
5. After using Halve screen, click on Scissors, and then Again. This will select the compressed area as a brush and restore the screen to the un-halved state.

Save (page 34) IMPORTANT!

When you save a picture with the same name as an existing picture, the old file will be replaced, even if the save fails, e.g. disk full, write error. To avoid losing all copies of a picture, you must manage your own backups.

Soften (page 39)

Using Verticle Soften one or more times, can remove "flicker" from interlace pictures.

Tips and Hints (page 55)

While a shape is being "re-drawn", the two mouse buttons cancel a WAIT in different ways. Pressing the left mouse button will halt the "re-draw" and only the re-drawn portion of the shape will remain on the picture. Pressing the right mouse button will cancel the "re-draw" and UnDo any changes to the screen.

Moving Digi-Paint to another WorkBench, hard disk, or data disk:

Copy of following files to the new disk.

DigiPaint	DigiPaint.info
320x200	320x200.info
320x400	320x400.info
dp.ntpd	

For the icons to work properly, DigiPaint and dp.ntpd should be in a root directory. If you are attaching your own icons to Digi-Paint pictures, use WorkBench Info to see how the icons are set up on the Digi-Paint disk.

CORRECTIONS TO MANUAL:

UnDo (page 26)

UnDo will now "undo" itself. If you've UnDone a picture, you can get it back by clicking on UnDo one more time. UnDo will only "undo" one screen change, e.g. one brushstroke, one file load, one clear, one screen effect, etc.

Fill (page 27)

The last sentence under Fill should read, "However, Fill does not affect custom brushes." Fill does in fact work with the rectangular brush.

Pages 15 & 19

There are now two Pictures drawers on the Digi-Paint disk, Pictures.200, and Pictures.400. They contain 320x200 HAM, and 320x400 HAM pictures, respectively.

If you have questions or need help with Digi-Paint, call our Customer Service Support Line, (913) 354-9332, 1:00-4:00 P.M. central time.

Also, we are interested in seeing your best Digi-Paint creations. Please send them or any comments/questions to:

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